Build Notes 10/10

Art

Currently, our focus has been on putting in placeholder sprites for Raven and the enemies in the level. As such, these sprites are overall the look we are going for, but will be refined into finalized versions in the next few weeks. This means that we are not implementing the animations for these models, as they would need to be redone when the final sprites are put into the game. The environment/background are placeholders as well, and the focus for next week will be to make environment sprites such as columns, platforms, etc.

Sound

This build added sound effects for the enemies. Most of the sounds in this build are placeholders except the jump.

Program

We have put in enemies into the level, although the only behaviour we have implemented is the Ghoul, which follows a set path and kills Raven on touch. The Skeleton and Ghost behaviour will be implemented for next week, as well as (hopefully) the rest of the mechanics.

Level Design

This ‘level’ is simply a place to add assets and test mechanics. After we feel comfortable with the assets we will begin implementation of the actual level design (see attached images). Once this is accomplished, we will go through rigorous playtesting and refining, but at the moment the entire level here is a placeholder.